

## **CHAPTER II**

### **THEORETICAL BACKGROUND**

This chapter describes the theoretical background of the writer's research. It contains the definition of online games, the development of online games in Indonesia, the advantages of online games, The Sims Mobile Games, the kind of online games, vocabulary, and kinds of vocabulary, Vocabulary mastery, Vocabulary mastery techniques, and Function of Vocabulary.

#### **2.1 Online Games**

Online games are defined as computer-based games played over the internet including a PC (Personal Computer), console, and wireless game (Woodward, 2009). According to Young (2011: 41), online games are a type of computer game that utilizes a computer network (LAN or internet) as the medium. And another definition of online games According, Adams (2003 in Misnawati, 2016: 4), online gaming is more precisely referred to as a technology rather than as a genre or a type of game, a mechanism to link players together. From the above statement, the researcher knows that online games are a play activity that has rules and stages that can be carried out together by being connected by an internet network.

##### **2.1.1 The Development of Online Games in Indonesia**

The development of online games is related to technological developments, and easy access to the internet is one of the factors for the increasing enthusiasts of online games. According to Liga game Indonesia (Sejarah Perkembangan Games Online Di Indonesia, n.d.),

online games appeared in Indonesia in 2001, starting with the Nexia Online game. There are some types of online games in Indonesia, such as action, sports, and RPG (role-playing games). This fact shows how many players of online games in Indonesia.

### 2.1.2 The Advantages of Online Games

Specific explanation is given by Hurwitz and Goddard that games will help students to develop another of specifically linguistics skills, such as:

a. To spell

Teacher give the example first how to spell word correctly, and Students say, repeat what the teacher said or write the letters of a word in the correct order.

b. To define

Students say or explain what the meaning of a word or phrase, so that they can make sentence well.

c. To use a dictionary

Students use a dictionary to get what is the meaning of a word and how to pronounce of a word, and so on.

d. To pronounce words correctly

Students practice how to pronoun words well and they can check in dictionary how to pronounce words correctly.

e. To express his ideas in coherent sentences and paragraphs

These games will help students to practice express his ideas in coherent sentences and paragraphs.

- f. To use figures of speech and verbal imagery

Playing this games usually use figures of speech and verbal imagery.

- g. To add new words

These games can help students improve their vocabulary

- h. To punctuate

Students can use or know about punctuation, such as: full stop, comma, and question mark.

- i. To recognize verbal incongruities and nuances of meaning.

Students can identify and recognize verbal incongruities and nuances of meaning.

The researcher argues that the explanation above is relevant with the advantages from playing online games. Only differs in application this is also confirmed by the statement. Andrew Wright, David Betteridge, and Michael Buckby in “Games for Language Learning” games have function as follows:

1. Games provide on way of helping the learners to experience the language rather than merely study it.

2. Games involve the emotion, and the meaning of the language is thus more vividly experienced.

It is, for this reason, probably better absorbed than learning based on mechanical drills.<sup>20</sup>

From explanations above, it can be concluded that games are one way to help student not only play games but also learn lesson through games. Besides that, it also can be conclude that learning through games better than learning use traditional method, for example the teacher as a

center in teaching learning process. It means that game is one way to can get have fun, and enjoy when student is learning.

### 2.1.3 The Kind of Online Games

The online games most often played by gamers are MMOG (massively multiplayer online game). MMOG is divided into several types of games, including MMORPG (massively multiplayer online role-playing game), MMORTS (massively multiplayer online real time strategy), and etc. (Ananta, 2009: 2). Several types of MMOG include: MMORPG (Massively Multiplayer Online Role Playing Game): Ragnarok, Seal, MMORTS (Massively Multiplayer Online Real Time Strategy): WarCraft, DotA, mobile legend MMOFPS (Massively Multiplayer Online First Person Shooter): Counter Strike, Rising Force, and Perfect Wars (Yanto, 2011: 6).

According to the Organization of Economic Co-operation and Development or (Woodward, 2009) there are four main types of online games, namely:

- 1) Classic board and card games offered by Poker, Bridge, and Chess can be played by two or more players use an internet connection which also allows them to be able to maintain their rankings and scores. Between players can also use online chat facilities.
- 2) Personal Computer (PC) or console game with network options, where online options are the main complement to score maintenance, download patches and make updates.
- 3) Multiplayer game is a fixed game where the players can play it alone or in groups in virtual world continues to grow. The types of games that are most developed are Massively Multiplayer Online Role Playing Game or MMORPG.

4) Entertainment games that provide a place for types learning, training and other interactive applications.

#### **2.1.4 The Sims Mobile Game**

The Sims Mobile game is a game developed by Electronic Arts (EA) which can be played on Android and iOS smartphones. This game is a simulation game. (Learning, 2001) simulations are a genre of computer games. This game is very similar to real life. Players can communicate with other players in order to reach a certain level. And the conversations in game that are usually used in everyday life.

## **2.2 Vocabulary**

Vocabulary is an important part of the language. When someone learns language indirectly that person will also learn vocabulary. These two things cannot be separated. Because vocabulary will be the basis for understanding the four skills in language reading, writing, listening, and speaking. There are some definitions of vocabulary from the experts.

Hornby (1995: 1331) mentions his definition of vocabulary as the total number of words in a language and vocabulary as a list of words with their meanings. (Richard E. Ferdig, 2008) argue that a set of lexemes, including single words, compound words and idioms. According to (Napa, 1991) observed that learning English vocabulary takes an important position.

From the definitions mentioned above, the Researcher can conclude that in communicating, Vocabulary is an important part of language and it can be a form of single words, compound words, and idioms.

### 2.2.1 The Kind of Vocabulary

According to Good in (Julita, 2011) vocabulary divided into four kinds. Such as oral, writing, listening and reading vocabulary. Vocabulary used by person or group to express ideas orally and actively. Writing vocabulary referred to word which commonly used in writing. Listening vocabulary referred to person that was understanding when they heard and reading vocabulary was the words that found in writing form. On the other hand Good in (Mahmud Nurdin, 2009) says that active vocabulary is the function words of a language which are learned, and be able to understand in speaking, reading and writing. While passive vocabulary refers to words which pupils will recognize when they meet them in reading and listening, but the will probably not be able to produce them.

### 2.2.2 Vocabulary Mastery

One of the important aspects that must be learned in learning English is vocabulary mastery. Learning to master vocabulary is very important because to be able to speak, write, and listen fluently, students must know the vocabulary first. A person said to 'know' a word if they can recognize its meaning when they see (Cameron, 2005). This means that in learning vocabulary, students must know the meaning and use it in a sentence. Vocabulary mastery can be defined as someone's vocabulary (words) in a language that contains information about its meaning, form, and usage in the context of communication. It is the basic element that students should master first before mastering English. Some aspects have to be discussed in vocabulary, namely: word meaning (synonym, antonym, connotation, and denotation), extending word use such as idioms, word combination or collocation, and the grammar of words which comprises noun, verb, adjective, and adverb.

### **2.2.3 Vocabulary Mastery Techniques**

According to (Novalita, 2010) looking for a list of new vocabulary words from several sources of English literature such as music, magazines, films, and games are the main requirements for someone to learn vocabulary. The more we read without realizing it, the more new words we will encounter. There are several techniques you can use to master vocab. Without realizing it, when we play the game, we will find some new words that we have never found before, to complete each stage in a game will motivate us to find out the meaning of every new word we find. Besides only knowing the meaning of a new word, someone will also be able to use it in everyday life automatically.

### **2.2.4 Function of Vocabulary**

Learning vocabulary, the learners' can recognize and comprehend the context of reading, listening, writing, and speaking. And later as productively learners can remind and use them appropriately in speech and writing. According to (Legget, 2001), stated that by vocabulary the learners can recognize all the words in written and oral context and finally they can use them daily in speaking and writing. Based on this research the researcher can be concluded that the function of vocabulary is the students can recognize all the words in writing, comprehend the context of reading and can remind and use them speaking and writing.